

INSTRUCTION BOOKLET

BATTLE TANKX™



3DO™

EmuMovies

THE 3DO COMPANY
500 GALVESTON DRIVE
REDWOOD CITY, CA 94063

PRINTED IN USA
PMN-5025-001

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



© 1998 THE 3DO COMPANY. ALL RIGHTS RESERVED.
BATTLETANX, 3DO, AND THEIR RESPECTIVE LOGOS, ARE TRADEMARKS OR REGISTERED TRADEMARKS OF THE 3DO COMPANY IN THE U.S. AND/OR OTHER COUNTRIES. ALL OTHER TRADEMARKS BELONG TO THEIR RESPECTIVE OWNERS.

THE SOFTWARE AND RELATED MANUAL FOR THIS 3DO PRODUCT ARE COPYRIGHTED. NO PORTION OF THIS PRODUCT MAY BE PHOTOCOPIED, SCANNED, TRANSLATED, REPRODUCED, COPIED OR REDUCED TO ANY TANGIBLE OR ELECTRONIC MEDIUM OR MACHINE-READABLE FORM, OR PUBLICLY PERFORMED OR DISPLAYED, WITHOUT THE PRIOR WRITTEN CONSENT OF THE 3DO COMPANY. THE OWNER OF THIS PRODUCT IS ENTITLED TO USE THE SOFTWARE AND RELATED MANUAL FOR HIS OR HER OWN USE, BUT IS NOT ENTITLED TO REPRODUCE AND DISTRIBUTE ANY COPIES OF THE SOFTWARE OR MANUAL TO ANY OTHER INDIVIDUAL OR ENTITY, NOR TO RENT OR LEASE THIS PRODUCT OR ANY COPY THEREOF TO ANY THIRD PARTY.

LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.



Contents

The Nintendo® 64 Controller	2
Prologue	4
Game Setup	6
Controls	9
In the Game	12
Tanx	14
Gangs	15
Powerups	18
Multiplayer	21
Hints and Tips	24

For 3DO Customer Service information, please see page 25.

Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right), then press START while holding down the L and R Buttons.



The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

Holding the Nintendo 64 Controller



While playing the BattleTanx game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B, or C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3, and Player 4.

The left-most socket with a controller connected to it is the default Player One controller. If you change the connection during the game, you must return to the Game Setup screen and change the number of players to make the new connection active.



Prologue

You are Griffin Spade, warrior and battle leader in a post-Apocalyptic future. Your destiny is to fight your way across the radioactive wastelands that were once known as America, in order to find the woman you love.



You can still remember how it all started. The precursor of the Apocalypse was a lethal virus that appeared from nowhere. Known as the X2 Virus, it was selective, choosing only females to act as its host.

The week the news about the virus broke, you had other things on your mind. Madison, the love of your life, had just agreed to marry you, and wedding plans were all you wanted to think about. Your plans were doomed to be delayed by a small matter: the collapse of civilization.

In the early stages of the outbreak, the virus was presumed to be an influenza-type organism, so there was no reason to set up quarantine zones. Because the microbreak was not contained within those first crucial days, the X2 Virus was able to develop into an unstoppable tidal wave of destruction. The world's population of women was reduced to a tiny fraction of its former numbers.

The second phase of the Apocalypse was anarchy, caused by panic among the men who dominated governments worldwide. Focusing their attention on saving the remaining women, governments rounded up all survivors, by force if necessary, and relocated them to secure, quarantined facilities in secret locations. This policy was implemented virtually worldwide. Discontentment and rioting soon followed, as groups of men banded together to form pseudo-militias. The barrier between civilization and anarchy toppled, and the world became a factionalized collection of small nation-states virtually overnight.

In your home town, New York City, many militias were formed in those dark days, and you became a member in order to protect your fiancée, Madison. She was one of the lucky women whose body chemistry was resistant to the X2 Virus. In the end, Madison made the decision to voluntarily give herself up to the government relocation forces, in order to save you. Madison knew you would give your life to defend her. Her current location is unknown.

The third and final phase of the Apocalypse was global war. The remnants of the world's governments opted for what was in their short-term best interest. With this twisted logic, the country that could secure the most women would be in the best position for maintaining its population. Countries with large military forces immediately attacked neighbors in hopes of



Prologue (cont)

capturing and containing their surviving females. Although there are no known records about who fired the first nuclear shot, in the end it didn't matter.

New York took many direct hits during the war, but luckily, you had scavenged an abandoned National Guard tank and gotten it operational just a few days before the attack. You survived the next few months because almost all modern tanks come equipped with "NBC" (nuclear/biologic/chemical) systems that make them nearly invulnerable to secondary nuclear effects. Ninety-nine percent of the population of New York was not so lucky.

The world as you knew it is gone, devoured in the purifying fire of nuclear cataclysm. The massive amount of fallout caused catastrophic famine and ecological damage across the entire planet. Over half of the sprawling cities that once consumed the land with their brilliance and innovation are now only rubble. However, the X2 Virus is no longer a threat - the few women who have survived its decimation are all immune, and infinitely precious to the few surviving men who still populate a desolate Earth.

For you, there is nothing left in New York. Madison must have survived the madness, since the survival of virus-resistant women was the U.S. government's absolute top priority. Somewhere out West, she is waiting for you. But many challenges lie in your path. The survivors of the devastation now claim

ownership to vast regions. These militarized gangs are known as Tribes, and they show no mercy to strangers. In these societies, women are now treated as holy entities. Referred to as QueenLords, they are both tribal rulers and objects of jealous adoration. Tribes guard their QueenLords at any cost. Almost certainly Madison can be found somewhere under the "protection" of such a Tribe...



Game Setup

GAME SETUP SCREEN

When you load the BattleTanx Game Pak, the title screen appears. Press START, and the Game Setup screen appears. Use the Control Stick Up/Down to highlight any of the choices. Press the Z Button for onscreen help.

NOTE: the + Control Pad and C Buttons can function in place of the Control Stick for all menu screens.



PLAYERS - Changes the number of players in a game. One to four may play, depending on the number of controllers connected. Control Stick Left/Right changes the number.

PLAY MODE - Lets you select the type of battle you wish to play. Use the Control Stick Left/Right to change modes.

Single Player Campaign Mode - You will compete against computer-controlled opponents in 17 unique environments. When selected and START GAME is activated, player is taken to the opening cinematic. Pushing START while the opening cinematic is playing will bypass it.

Multiplayer Modes

Deathmatch Mode - The first player achieving a total of seven kills, wins.

Battlelord Mode - The first player capturing all the opposing team's QueenLords, wins.

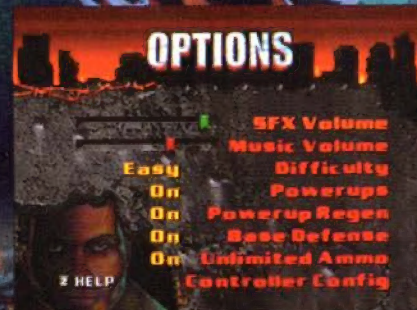
Annihilation Mode - The last player with tanks remaining on the battlefield, wins.

Family Mode - An alternate style of Deathmatch play, where you have unlimited main cannon ammo, and powerups are automatically armed in sequence when you pick them up. Powerup weapons are used in preference to your main cannon. Single-button control is utilized; all weapons are fired from the Z Button.

See the "Multiplayer" section on page 21 of this manual for more information on configuring multiplayer games.

Game Setup (cont)

OPTIONS - Highlighting this option and pressing the A Button takes you to the Options screen, which allows you to customize BattleTanx to your liking. To exit this screen, press the B Button. Use the Control Stick Up/Down to highlight any option, and Control Stick Left/Right to change the option (except Controller Config, as explained below).



SFX Volume - Set sound volume from one (1) to eight (8). (8 is default)

Music Volume - Set music volume from one (1) to eight (8). (6 is default)

Difficulty - Set the difficulty level to Easy, Normal, or Hard. (Easy is default)

Powerups - Determines whether powerups will appear in the game. (On is default)

Powerup Regen - Determines whether powerups will automatically regenerate after a certain period of time. (On is default)

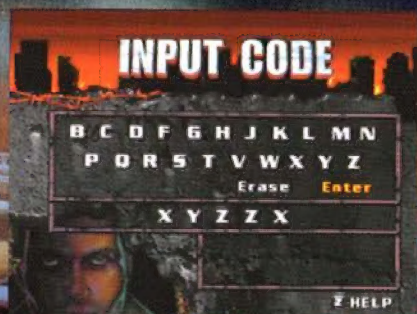
Base Defense - Determines whether the player starts with Gun Buddies defending their base. (On is default)

Unlimited Ammo - Determines whether the player has unlimited ammo for his primary weapon. (Off is default)

Controller Config - Highlighting this option and pressing the A Button will activate the controller configuration screen. Here you will be able to configure the game controls to your personal preferences. See the "Controls" section on page 9 for more details. To return to the Options screen, press the B Button.

Game Setup (cont)

INPUT CODE - If you do not have a Controller Pak, this option is useful for continuing a game that you previously quit playing. When you select this option, the Game Setup screen changes to the Input Code screen. Here you can input a level code, which you obtain at the end of each level. This level code specifies the number of tanks, skill level, and the level completed; when input, it will take you to the beginning of the level after the one on which you obtained the code. Selecting letters is done by moving the highlight over the desired letter with the Control Stick and then pressing the A Button to input the letter. The highlighted letter will then appear on the screen. Once all the letters are input, highlighting ENTER and pressing the A Button will activate the code for the next game. Once you input the code, pressing the B Button takes you back to the Game Setup screen. Selecting "Start Game" will take you to the beginning of the next level.



LOAD GAME - (single player only) When highlighted, players who have a Controller Pak can load saved games. Players will be able to save games at the end of each level (players without Controller Paks must use level codes). Only one Campaign game may be saved on any single Controller Pak.

START GAME - Begins the game. After other selections are made, when highlighted and the A Button is pressed, the game starts.

CONTROLLER CONFIG SCREEN

CONTROLLER CONFIG

Controller 1	Controller 2	Controller 3	Controller 4
Fire 1	Fire 1	Fire 1	Fire 1
Fire 2	Fire 2	Fire 2	Fire 2
Weapon	Weapon	Weapon	Weapon
Chg View	Chg View	Chg Tank	Chg Tank
Chg Tank	Chg Tank	Off Rail	Off Rail
Off Rail	Off Rail	Forward	Tur Right
Rail Right	Rail Right	Backward	Tur Left
Rail Left	Rail Left	Right	Rail Right
	Strafe	Left	Rail Left
Easy	Arcade	Gunner	Driver
Done	Done	Done	Done

There are four preset configurations: Easy, Arcade, Gunner, and Driver. Use the Control Stick Up/Down to highlight any option; use the Control Stick Left/Right (when the preset name is highlighted) to change the preset. If you wish to customize the preset controller configurations, highlight the option you wish to change, then press the button you wish the action to correspond to. The button icons (the one you are changing from, and the one you are changing to) will swap places. To return the preset controller configuration, highlight the configuration name and move the Control Stick Left, then Right. Once these preferences are set, highlighting DONE and pressing the A Button will return you to the Options screen.

Rumble Pak™



The BattleTanx game is compatible with the Rumble Pak accessory. Before using a Rumble Pak, make sure to read the Rumble Pak accessory instruction booklet carefully. BattleTanx supports "hot" insertion of the Rumble Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Rumble Pak at any other time, please make sure the Control Deck is OFF before doing so.

Controller Pak™

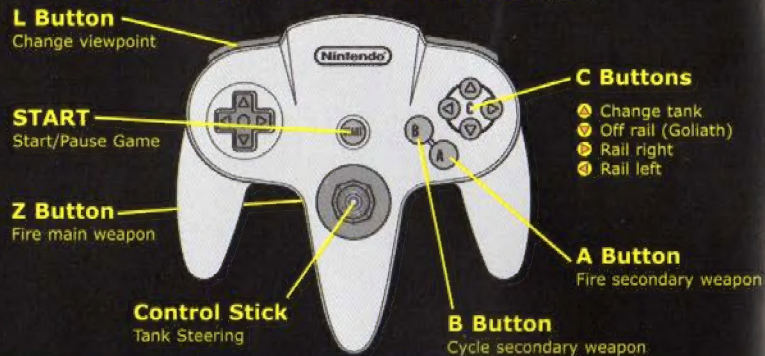


The BattleTanx game is compatible with the Controller Pak accessory. Before using a Controller Pak, make sure to read the Controller Pak accessory instruction booklet carefully. BattleTanx supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please make sure the Control Deck is OFF before doing so. Only one memory slot is utilized on a Controller Pak for saving Campaign games; for additional save games, use additional Controller Paks.

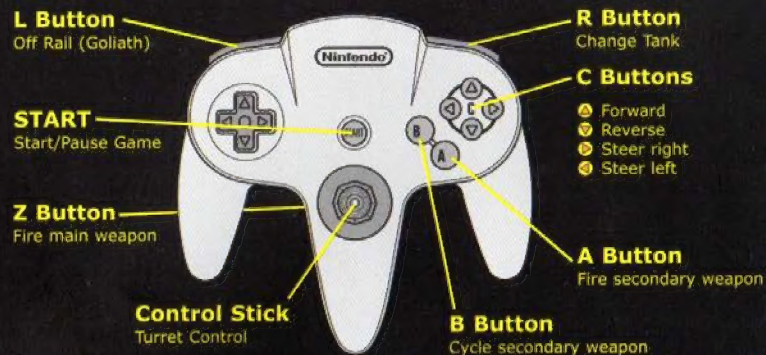


Preset Configuration - Easy (Default)

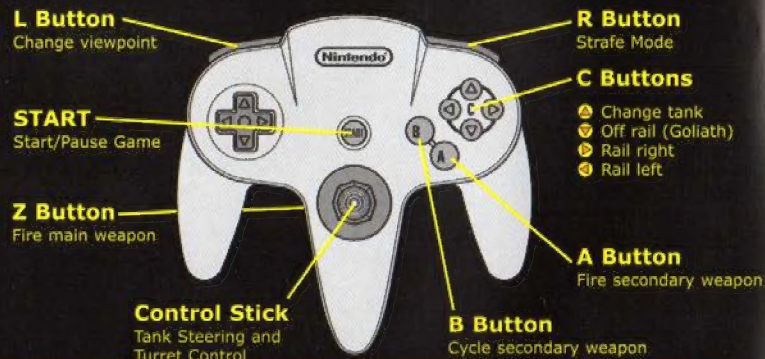
In EASY MODE, the Tank Hull and Turret are locked together.



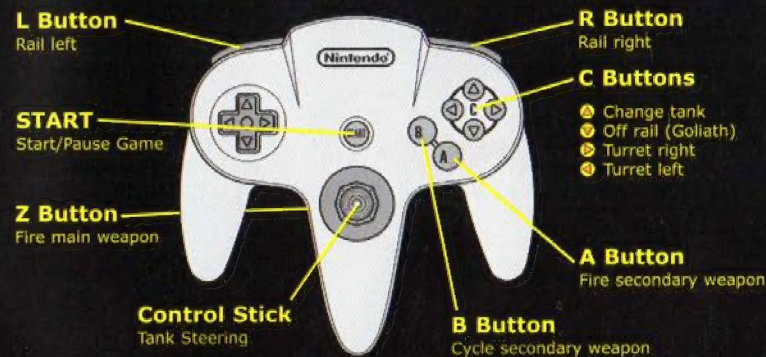
Preset Configuration - Gunner



Preset Configuration - Arcade



Preset Configuration - Driver



Heads-Up Display (HUD)



- | | |
|------------------|----------------------------------|
| 1) #of Tanks | 4) Main Cannon Ammo Count |
| 2) Health Bar | 5) Selected Powerup and Quantity |
| 3) Current Score | 6) Map |

Special Items

QueenLord icon - Inside every Fortress is a QueenLord, represented by an icon. Like any powerup, simply drive your tank over the icon to pick her up.

Bunkers - There are two types of bunkers, destructible and fortified. They are very similar in appearance (a small, blue-gray, boxy building), but the destructible type are distinguished by red lights on top.

Gun Buddies - These come in several sizes and types, from small machine gun turrets and rocket launchers to large laser mounts. The bigger they are, the harder they fall.

Special Notes

- Bonus levels appear after each city is completed (Campaign game only). You will command a Goliath tank on a rail; your objective is to destroy as many waves of attacking enemy tanks as possible. You cannot take the Goliath off the rails in the Bonus levels. Use the Rail Left and Rail Right controls to move along the rails, the Control Stick to aim the turret, and the Z Button to fire your main cannon.

- Watch your score. You receive an extra tank in your arsenal for every 50,000 points that you rack up. Bonus levels are a great way to gain extra points.
- Many of the walls, fences and buildings in each level can be destroyed. Buildings often contain powerups, which you can only get to by destroying the building containing them.
- Completing the Campaign game allows you to replay the Campaign using any of the Gangs. BattleTanX will offer you a special code to unlock them.

Pausing or Quitting the Game

To pause the game, press Start. To quit or restart, press Start, highlight the appropriate option using the Control Stick Up/Down, and press the A Button.

Scoring

You increase your score whenever you destroy an enemy tank, structure, or gun emplacement. Obviously, the bigger the tank, the better the score, but Goliath tanks on rails are worth more than Goliaths out on patrol. Capturing an enemy QueenLord nets big points. The scoring works as follows:

MotoTank:	500
M1A1:	1000
Goliath:	3000
Goliath on rails:	5000
Getting Powerup:	100
Destroying a Fortress:	1000
Gun Buddies: (range)	100 to 2500
Capture enemy QueenLord:	1000
Returning QueenLord to base:	5000
Beating Par Time:	4000 + 100/second under par time

Developer High Scores

These are some of the high scores achieved by our internal programming and test staff. All of them were achieved while beating par time. See if you can beat them!

Easy:	2359400
Normal:	1769800
Hard:	1637200



MotoTank

Necessity, as they say, is the mother of invention. How else to explain this hybrid vehicle? Born of a motorcycle fork and customized treadwork from a military half-track, the MotoTank trades armor for speed. Watch out for them near your Fortress, as they are the abduction vehicle of choice among the inner-city gangs.



M1A1 Abrams

The cavalry workhorse of the US Army during the war, the M1A1 Abrams is a fearsome machine. With a 1500-horsepower turbine engine and special depleted uranium armor, the M1A1 can achieve 42 mph — an impressive speed for a vehicle weighing over 135,000 pounds. Although it is difficult for smaller tribes to keep these beasts running and armored, larger tribes have little to lose by fielding them.



The Goliath

The marriage of heavy firepower and rails is ancient history in terms of technology, but the Goliath is a strange crossbreed. Actually a tank mounted on a small rail platform, it can leave its railway bed at any time (except in Bonus Rounds). Designed for Fortress protection, its firepower is incredible. Its 210mm gun can knock the fight right out of an M1A1.



The Urban Decay

Made up of street punks and predatory vermin who have mutated into maniacal cannibals. A devastated New York is their territorial home. The Urban Decay gang starts with the Swarmer Missile powerup. In Multiplayer modes, they are outfitted with four M1A1s and one Goliath.



Psycho Brigade

A nightmare army of convicts and insane asylum inmates that together resemble a pack of rabid pit-trained rottweilers that have learned to drive tanks. The Psycho Brigade gang starts with the Shield powerup. In Multiplayer modes, they are outfitted with two M1A1s, two MotoTanks, and one Goliath.



Skull Riderz

Destruction is a way of life for this roaming motorized wolf pack made up of outlaw gangs and bikers who rule the interstates of the Post Apocalypse. The Skull Riderz gang starts with the Guided Missile powerup. In Multiplayer modes, they are outfitted with four MotoTanks and one Goliath.



Gangs (cont)



Mech Maniax

Combining conspiratorial paranoia, right wing militia politics, and a whole "mess-o-weapons", the Maniax are a mechanized army made up of survivalists and extremists. The Mech Maniax gang starts with the



Gun Buddy powerup. In Multiplayer modes, they are outfitted with two MotoTanks, two M1A1s, and one Goliath.



Charlie Company

When the US Army fragmented, the surviving remnants formed Charlie Company, highly mechanized, highly disciplined, and highly likely to kill anything that moves. Charlie Company starts with the Laser powerup. In Multiplayer



modes, they are outfitted with two MotoTanks, one M1A1, and two Goliaths.



Nuclear Knights

A secret government experiment that went wrong, after the Apocalypse these "Super Soldiers" escaped from their lockdown cells and armed themselves with the latest in weapon technology. The Nuclear Knights gang starts with the



Nuke powerup. In Multiplayer modes, they are outfitted with five Goliaths.

Gangs (cont)



After Shocks

After earthquakes, firestorms, and the ravages of nuclear war decimated Southern California, this gang headed up north to continue the carnage. Made up of freaks, punks, and post-apocalyptic mutants. The After Shocks gang



starts with two powerups, Grenades and Mines. In Multiplayer modes, they are outfitted with three MotoTanks, one M1A1, and one Goliath.



Dark Angels

The Dark Angels consider themselves servants of their God. Their mission is to reshape the world in His name. The Dark Angels gang starts with the Cloaking powerup. In Multiplayer modes, they are



outfitted with two MotoTanks, two M1A1s, and one Goliath.



Griffin's Army

Griffin Spade built a mighty army to conquer the Gangs of the Post-Apocalypse so that one day he could be reunited with his lost love, Madison. In the Campaign, Griffin's Army starts with no powerups. In Multiplayer, they start with a



randomly assigned powerup. In Multiplayer modes, they are outfitted with four M1A1s and one Goliath.



Powerups



Star

This powerup, left behind when a tank is destroyed, gives a variable amount of ammo and armor. It is only available briefly, then it is removed from the battlefield.



Health

The Health powerup restores up to 1/3 armor strength to your vehicle.



Ammo

The Ammo powerup adds 30 shells to your primary weapon (cannon) if you are in an M1A1 or Goliath tank. This powerup adds 70 shells to the Moto-Tank's armory.



Shield

Causes weapon fire to reflect off your tank without inflicting damage. An active shield can take a limited amount of damage, and several hits will destroy a shield.



Bonus Points

Adds 1000 points to your score.

Powerups (cont)



Radar

Activates a radar sensor on your HUD, showing all enemy tanks on your map. In addition, enemy tanks will have a color-coded triangle above each of them. Radar lasts until your tank is destroyed.



Extra Tank

Adds an extra tank to your team reserve.



Swarmer Missiles

When used, this powerup fires a group of three missiles. These missiles inflict a moderate amount of damage.



Grenades

When used, a single grenade is launched forward from your tank. Grenades have a delayed fuse, and will bounce off of objects in front of you. They are exceptional for clearing mine fields.



Guided Missiles

When fired, your camera view shifts to directly behind the missile. By holding the A Button and using the Control Stick, you can guide the missile to a target.



Powerups (cont)

Mines

When used, this powerup drops a small but powerful land mine. Any tank running over this mine will take considerable damage. Mines do not differentiate between friend or foe, except for scoring purposes.

Laser

When used, the Laser powerup fires a high-energy pulse that does great amounts of damage.

Cloaking

This makes your tank invisible to all enemies (including radar) until it wears off. A tank will also be briefly visible when a weapon is fired, and while transporting a QueenLord.

Nuke

A tactical nuclear warhead that does huge amounts of damage to everything on the map, including the individual who launched the weapon. Proximity to the bomb when it goes off results in more damage. It is on a time-delay fuse.

Gun Buddy

When activated, this powerup will drop an automatic gun turret behind you. The Gun Buddy will attack any mobile enemy unit, and will continued to attack until it is destroyed.

Multiplayer

BattleTanx multiplayer modes are designed for up to four players, and require at least two teams. For a listing of the various modes of multiplayer gaming, see the section titled, "Game Setup" beginning on page 6.

NOTES

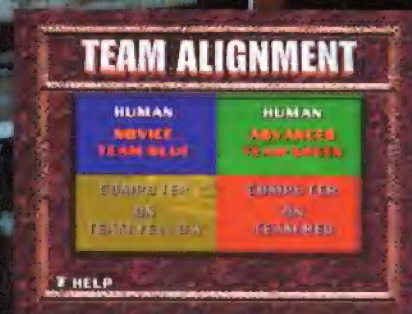
- Only Player One can control the Game Setup Screen, where the number of players, multiplayer mode, powerup options, and controller configurations are chosen.
- A single player can play a multiplayer game, using up to three computer controlled opponents. Pressing the L or R Buttons cycles through the computer opponents so that their team alignment can be modified. Computer opponents play at the Normal skill setting.
- Any player can pause or continue a multiplayer game by pressing Start, but only Player One is able to force the game to quit.
- Killing your own team members does not count toward your team score.

TEAM ALIGNMENT SCREEN

This screen lets you select your team color and experience level. The experience levels (Novice, Normal, and Advanced) affect:

- how much damage you give and take
- the strength of your Gun Buddies
- how long it takes you to resurrect in Battlelord

Use your Control Stick Up/Down to move between options, and Control Stick Left/Right to change the selected option. Once all players have made their alignment selections by pressing the A Button, they will be taken to the Choose Gang Screen.



Multiplayer (cont)

CHOOSE GANG SCREEN

Here the various tribal armies that form the gangs of the BattleTanx world are assembled. Using the Control Stick Left/Right, you will scroll through the various gang pictures and choose one. By moving the Control Stick Up/Down, you can see a graphical representation of the gang's tanks and starting powerups. Selection is finalized by pressing the A Button. Players are then taken to the Occupied Territories screen. See the "Gangs" section for detailed descriptions of each gang.



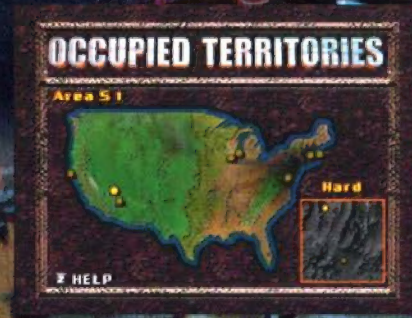
Notes on Choosing a Gang:

- In Deathmatch and Family Mode play, your team will consist of all the tanks the gang controls minus one Goliath. For most gangs, this will mean that they get NO Goliath tanks. Exceptions are the Nuclear Knights and Charlie Company.
- In Annihilation play, you will get all the tanks assigned to a gang, but they will all be released simultaneously, with four of your tanks under computer control.
- In Battlelord play, one Goliath tank is automatically set to defend your Fortress. This Goliath is only available at the outset of the mission; if the gang you choose has only one Goliath tank in its arsenal, you will get no more if it is destroyed. You will continue to cycle through all of your other tanks until the game ends.

Multiplayer (cont)

OCCUPIED TERRITORIES SCREEN

In multiplayer mode, this screen allows you to choose the setting for the game (i.e. which city or area you wish to play in). There are eight unique environments for Annihilation, Battlelord and Deathmatch scenarios to choose from. Move the Control Stick Left/Right to change the selected area. After selection has been made, the game will start.



Occupied Territories - Description

The Arena - A simple map designed for getting accustomed to multiplayer gaming.

New York - Even seedier now than it was before the war, Times Square offers plenty of opportunity for death and destruction. Take the train uptown to Queens for a change of scenery. These maps are only available for play by two players.

Chicago - Devastated by war and riot. Players may choose either the Lake Shore Drive waterfront area or State Street, the main passageway through the Loop.

Las Vegas - Looted and abandoned. Area 51 (outside Las Vegas) and Fremont Street (just off the Strip) are ready to see some action.

San Francisco - The promised land - a city that survived most of the wars and looting. Take on your opponents near the markets and former tourist haunts of Pier 39, known as "The Wharf".



Hints and Tips

- Steer clear of gas stations and barrels, because when they explode they can damage your tank if you are near them.
- Destroy buildings to obtain powerups (buildings and walls which can be destroyed usually have damaged-looking surfaces).
- Explore all areas in every level to obtain a wealth of powerups.
- Collect Star powerups from destroyed enemy tanks. They will restore some of your tank's ammo and health.
- Always pick up the first Radar powerup you see on a level. It will show you the enemy tank locations.
- Never pick up more than one Radar powerup at a time. This will ensure that you have a backup in the event you are destroyed.
- Search for extra tank powerups to grow your army. There is always at least one on every level.
- Use grenades to clear minefields.
- Destroy all non-fortified bunkers because they emit enemy tanks throughout the entire level.
- Guided missiles are a very effective weapon for destroying Goliath tanks.
- Enemy QueenLords are located inside the enemy Fortresses, which appear on the radar display as blinking red squares.
- Laying mines near your Fortress will slow enemy attacks and protect your QueenLord.
- Laying mines next to fortified bunkers will destroy enemy tanks when they are emitted.
- Learn to strafe. It helps a ton against Gun Buddies.
- On-screen warning messages will alert you when your Goliath tank or your Fortress is under attack. You can switch to your Goliath at any time during the game.
- Finding and detonating the Nuke powerup will destroy the majority of bunkers and gun emplacements, as well as clearing mine fields and damaging buildings. Almost every level has a Nuke powerup.

Hints and Tips (cont)

- After you deploy the Nuke powerup, run away from it at top speed. Get as far from it as you can.
- Try to find and destroy all bunkers before attempting to rescue the enemy's QueenLord.
- Once a QueenLord is rescued the enemy will counterattack in force.
- To end the level return all rescued QueenLords to your home fortress.
- Some maps extend beyond the area where you can drive your tank. This barrier-free zone makes an excellent corridor for Guided Missiles.
- Enemy Gun Buddies that are destroyed by enemy fire will reappear on the battlefield after a short interval. Watch out!

Need help progressing through the game? Close to finishing, but need a tip to get you across the line? Call the 3DO Hint line:
1-900-CALL-3DO (1-900-225-5336)

Calls to the Hint Line cost \$0.99/minute for recorded hints and tips. If you are under 18 years of age, you must get your parents' permission before calling.

Customer Support

Visit our support web site at www.3do.com/support to get late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online e-mail form available at our web site.

If you would prefer to call us, our Customer Support phone number is (650) 261-3454. Our hours of operation are Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time. You can also send us a fax at (650) 261-3419.

If you prefer U.S. mail, please use the following address:

Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

3DO Direct Sales - (800) 336-3506

World Wide Web - <http://www.3do.com>

Customer Support e-mail address: customer-support@3do.com



- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17

IMPORTANT-READ CAREFULLY. IF YOU ARE UNDER THE AGE OF EIGHTEEN (18), PLEASE HAVE A PARENT/GUARDIAN READ THE ENTIRE EULA PRIOR TO USING THE PROGRAM IN ANY MANNER. This End-User License Agreement (the "EULA") is a legal agreement between you, the original consumer purchaser or subsequent transferee of this 3DO software product ("You") and The 3DO Company, a California corporation ("3DO"). As used herein, the term "Program" includes the computer software and associated audiovisual works, the related media, any printed materials, any electronic or "on-line" documentation materials, and any and all copies and derivative works of such software and materials, regarding this 3DO software product. By opening this package, installing and/or using the Program, You accept and agree to abide by all of the terms and conditions of this EULA.

1. **LICENSE GRANT.** 3DO hereby grants You a non-exclusive, personal license to use the Program solely in accordance with the terms and subject to the conditions of this EULA. The Program incorporates various intellectual property rights, including copyrights, trademarks, trade secrets and other proprietary rights (collectively, the "Intellectual Property Rights"). While You are entitled to own the physical media on which the Program is distributed, 3DO retains all rights, title and interests in and to the computer software and documentation materials comprising the Program and all Intellectual Property Rights embodied therein.

2. **RIGHTS AND RESTRICTIONS.** The Program is protected by U.S. and foreign copyright laws and international copyright treaties, as well as by other such intellectual property laws and treaties. The Program is licensed (and not sold) to You, and any and all rights not expressly granted to You herein are reserved by 3DO.

o You may use one copy of the Program with your game console. Except as expressly set forth in the user manual for this 3DO software product, the Program may not be shared or otherwise used simultaneously on more than one computer.

o The Program is licensed for use as a single, integrated product. You agree not to separate the component parts of the Program for use in any other application, product or service.

o You agree not to publicly perform, rent, lease, loan, or sublicense the Program (or any portion thereof), or to otherwise provide any third party with access to and/or the opportunity to copy or otherwise use the Program.

o You agree not to adapt or otherwise modify, create any derivative work, or decompile, disassemble, reverse engineer, or otherwise attempt to derive any source code from, the Program (or any portion thereof) except and only to the extent that, notwithstanding such restrictions, such activity is expressly permitted by applicable law.

o You may permanently transfer all of your rights under this EULA, provided that (i) You transfer the entire Program, including any and all components thereof and all versions of the Program licensed to You hereunder; (ii) You retain no copy or copies of the Program; and (iii) the transferee agrees to all of the terms and conditions of this EULA.

3. **SUPPORT SERVICES.** 3DO may provide You with support services relating to the Program (collectively, "Support Services"). Your use of any such Support Services shall be subject to 3DO's then-applicable policies and programs as described in the end-user manual for the Program, in "on-line" documentation (if any), and/or in other such materials published by 3DO. All supplemental computer software and documentation materials, if any, provided by 3DO as part of its Support Services or otherwise shall be considered part of the Program for all intents and purposes and shall be governed by the provisions of this EULA. Any information that You disclose or provide in connection with the Support Services may be used by 3DO for its business purposes, including, but not limited to, product development and support.

4. **U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and all components and versions thereof are provided with restricted rights. Use, duplication, or disclosure by the U.S. Government or any U.S. Government subcontractor is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software-Restricted Rights clauses at 48 CFR 52.227-19, as applicable. "Manufacturer", as such term is used therein, is The 3DO Company, 600 Galveston Drive, Redwood City, California, 94063, U.S.A.

5. **EXPORT LIABILITY ASSURANCES.** You agree that the Program will not be exported outside the United States except as authorized and/or permitted by the laws and regulations of the United States. If You have rightfully obtained the Program outside the United States, You agree not to re-export the Program except as permitted by the laws and regulations of the United States and the laws and regulations of the jurisdiction in which you obtained the Program.

6. **TERMINATION.** Without prejudice to any of 3DO's other rights and remedies under applicable law, 3DO may, at its sole discretion, terminate this EULA if You fail to comply with any of the terms or conditions of this EULA. In the event this EULA is terminated, You must destroy all copies of the Program, including, but not limited to, all components and versions thereof licensed to You hereunder.

7. **GOVERNING LAW.** This EULA shall be governed by and construed under the laws of the State of California, excluding that body of law related to choice of laws, and of the United States of America.

8. **ENTIRE AGREEMENT.** This EULA constitutes the entire agreement and understanding of the parties relating to the subject matter hereof. If any provision or portion of this EULA is determined by a court of competent jurisdiction to be void, invalid or otherwise unenforceable, such provision or portion shall be deemed deleted from this EULA, while the remaining provisions of this EULA shall continue in full force and effect. No failure or delay by 3DO in exercising any right, power or remedy under this EULA shall operate as a waiver of any such right, power or remedy.

WARRANTY AND SERVICE INFORMATION

THE 3DO COMPANY LIMITED 90-DAY WARRANTY

The 3DO Company ("3DO") warrants to the original consumer purchaser of this 3DO software product that the game cartridge on which the underlying computer program is recorded is free from defects in materials and workmanship under normal, recommended use for ninety (90) days from the date of purchase. The 3DO software program recorded on such a medium is sold on an "as is" basis, without any warranty or condition of any kind, and 3DO shall not be liable for any losses or damage of any kind or nature resulting from the use or inability to use such program.

3DO's entire liability and the original consumer purchaser's exclusive remedy for breach of any warranty (express or implied) shall be, at 3DO's option, either: (a) to replace, free of charge, this 3DO software product, or (b) to return to the original consumer purchaser the price paid for this 3DO software product. The preceding warranty shall not be applicable and 3DO shall not be obligated to replace this 3DO software product or to return any such sum to the original consumer unless this 3DO software product is returned within the 90-day warranty period, postage pre-paid with proof of purchase to The 3DO Company, 600 Galveston Drive, Redwood City, CA 94063, Attn.: Customer Support Dept., and the preceding warranty shall be void if any defect in this 3DO software product arises through accident, negligence, use in any application for which this 3DO software product was not designed or intended, modification without the prior consent of 3DO, any cause external to the product (e.g., heat), or by any other cause unrelated to defective materials or workmanship.

EXCEPT FOR THE LIMITED WARRANTY SET FOR ABOVE, ALL OTHER REPRESENTATIONS, WARRANTIES, CONDITIONS, TERMS AND OBLIGATIONS, WHETHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR ANY PARTICULAR PURPOSE AND/OR NON-INFRINGEMENT REGARDING THIS 3DO SOFTWARE PRODUCT (RELATING TO EITHER THE GAME CARTRIDGE, THE SOFTWARE OR OTHERWISE) ARE EXCLUDED TO THE MAXIMUM EXTENT ALLOWED BY APPLICABLE LAW.

3DO neither assumes nor authorizes any other person or entity to assume for 3DO (or any related or affiliated entity) any other liability in connection with this 3DO software product. **IN NO EVENT SHALL 3DO BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL (INCLUDING LOSS OF PROFITS), SPECIAL AND/OR OTHER DAMAGES OF ANY KIND OR NATURE RESULTING FROM THE PURCHASE, POSSESSION, USE, OR INABILITY TO USE THIS 3DO SOFTWARE PRODUCT, EVEN IF 3DO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. IN NO EVENT SHALL 3DO'S LIABILITY TO THE ORIGINAL CONSUMER PURCHASER EXCEED THE AMOUNT ACTUALLY PAID FOR THIS 3DO SOFTWARE PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.**

3DO has endeavored to ensure that the end user manual and promotional materials regarding this 3DO software product accurately reference the product. However, because of ongoing improvements and updating of 3DO software products, 3DO cannot guarantee the accuracy of printed materials after the date of publication, and 3DO disclaims any loss, liability and/or damages, whether in contract, tort or otherwise, arising out of or resulting from the manual and promotional materials, including, without limitation, any loss or liability resulting from changes, errors or omissions with respect to any of such items.